



JACKPOT PAI GOW POKER™ Felt Version User Manual

**P.N. 990-242-34
August 26, 2002**

IMPORTANT:

This manual contains only suaaested guidelines for dealing and settling bets. Your establishment's policy and internal control procedures have priority over the procedures in this manual.

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■. About This Manual

This manual provides suggested procedures to deal and settle the Mikohn Jackpot Pai Gow Poker™ Felt Version game, which offers players optional Jackpot bet that is separate from the Base Pai Gow game. After making the Base bet, players can optionally place a Jackpot side bet.

This manual discusses a setup with a Jackpot bet as a standalone side bet game. A **Jackpot bet** is a side wager and is not part of a pool, so the payout schedules are set per hand and do not fluctuate. Also included in this document is a game overview, table felt layout, and instructions for dealing and settling bets.

1. Who Should Use This Manual

This manual is intended for use by the management and dealers of an operating establishment and by regulatory agencies to which Mikohn has submitted Jackpot Pai Gow Poker™ Felt Version.

■.2 Manual Contents

The manual is arranged as follows after chapter 1.

- Chapter 2 – Game Basics, page 3
- Chapter 3 – Bet Procedures, page 8

1.3 Document Conventions

- Blue text in this document serves as a hyperlink for online readers to quickly jump to cross-references.



- **Note** is for helpful and important information.
- **Operator** refers to the venue (casino, club, hotel, resort, boat) where the game referenced herein is installed and used. Also referenced as establishment.
- **User** refers to the operator or any qualified member or **affiliate** of the operating establishment.
- **You** refers to the person reading this manual or performing some action relevant to the system.

1.4 “Hold Harmless” Agreement

This manual provides only suggested guidelines for dealing and settling (taking and paying) the Mikohn Jackpot Pai Gow Poker™ Felt Version game. It assumes dealers are familiar with any operator policy—the House Way—that applies to the Base Pai Gow game.



Your establishment's policy and internal control procedures have priority over the procedures in this manual for dealing and settling the game. If policies and procedures are in place that already provide directions for dealing and settling Pai Gow and any associated side bets, the property has the option to use those directions.

Although it is at the operator's discretion whether to use all or some of Mikohn instructions, Mikohn does recommend using its Jackpot bet payout procedures to avoid disputes over what could be large sums of money. Specifically, Mikohn suggests dealing Pai Gow right to left and settling left to right.

1.4.1 it Procedures

Mikohn does not provide guidelines for how to perform the following operator-specific activities. Dealers should follow the operator's rules and regulations.

- Opening the table
- Inspecting the deck of cards
- Removing used and damaged cards
- Performing the shuffle
- Changing the deck of cards
- Managing a dead game
- Understanding the minimum and maximum wagering limits on the table game
- Player-to-player communication

1.5 Reference Documentation

For Jackpot Pai Gow Poker™ Felt Version math analysis information, refer to the Mikohn Jackpot Pai Gow Poker™ Felt Version Mathematical Analysis Manual, P.N. 990-242-35.

Contact Mikohn Customer Service at **1-800-798-1942** if you require assistance with this game or document or you want to order documentation.

2. Game Basics

The Mikohn Jackpot Pai Gow Poker™ Felt Version game combines elements of the ancient Chinese game of Pai Gow with the classic American Poker, with an optional Jackpot side bet to increase player interest. It is a seven-card Stud Poker table game played with 53 cards (standard 52-card deck plus one Joker) in which one to six players play against the house dealer. The Joker is a wild card and may be used as a single Ace or to complete a Flush, Straight, or Straight Flush. As with similar card table games, the mechanics of Pai Gow allow for quick play and wager resolution.

The **Jackpot bet** is a side wager and is not part of a pool, so the payout schedules are set per hand and do not fluctuate.

2.1 Table Felt Layout

Each player position has areas for a **High hand (Back hand)** of five cards and a **2nd Highest hand (Low hand)** of two cards, the Base bet, and the Jackpot bet. Figure 2.1 shows the Jackpot Pai Gow Poker Felt Version table felt. This table layout is referenced throughout this manual.

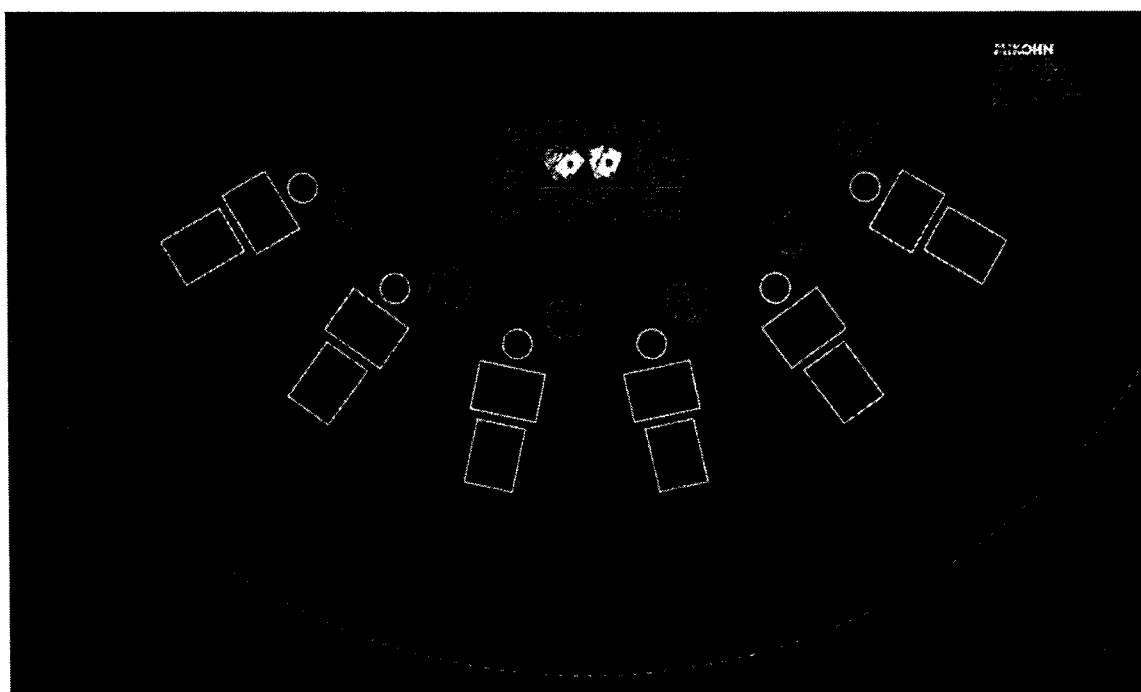


Figure 2.1 Table felt for Jackpot Pai Gow Poker Felt Version, with a location for the Jackpot bet

2.2 Table Components

A typical Jackpot Pai Gow Poker Felt Version table consists of the following components:

1. Six player positions, each containing the following:
 - Locations for High and 2nd Highest hands
A location for the initial wager
 - A location for the Jackpot bet
2. One dealer position containing the following:
 - A dealer console
 - Chip tray, with 11 chip tubes and a chip return in the center
An area for the dealer's hand

2.3 Pai Gow Base Game Play Overview

2.3.1 General Rules

- Players may not play more than one player position at a table.
- Players must make a wager before the dealer delivers any cards.

2.3.2 Object of the Game

The object of the game is for both a player's hands to rank higher than the dealer's corresponding hands. A player wins if both player hands are higher than the dealer's two hands. Winning hands are paid **1 to 1** with a **5%** commission to the dealer; therefore, the actual winning payout to the player is **95%**.

2.3.3 Hands

The High hand must always outrank the 2nd Highest hand. For example, if the two-card hand is a pair of sevens, the five-card hand must contain a pair of eights or higher. The highest two-card hand is Aces; the highest five-card hand is a Royal Flush or five Aces (four Aces plus the Joker).

Tie

The dealer wins **all** tied hands. If both of a player's hands (High and/or 2nd Highest) rank the same as the dealer's hand(s), the dealer wins the hand(s). If one hand is tied and the player wins the other, no money changes hands. If one of the player's hands is tied and the other loses, the dealer wins.

Dead Hand

A dead hand results when the player fails to divide the seven cards properly into a High hand and 2nd Highest hand. If the player places the two best cards in the High hand, the player's hand is considered "dead" and loses instantly.

Push

A push occurs when the player wins one hand (either High or 2nd Highest) and loses the other. A push is a standoff in which neither side (player nor dealer) wins and no money changes hands.

Jackpot Qualification

Even if a player loses the hand and the Base bet, that player can still qualify for a jackpot if he or she made a Jackpot side bet. This is because a hand can be split (reset) between the High and 2nd Highest hands to create a winning Jackpot hand. It is the dealer's responsibility to notice that a hand could qualify for a Jackpot win.

High, Five-Card Hand

The five-card hand must be the High hand. The player must try to create the best possible five-card hand from the seven dealt cards. In Jackpot Pai Gow Poker, the highest-ranking hand is five Aces, (for example, four Aces plus the Joker card). This poker hand beats a Royal Flush.

2nd Highest, Two-Card Hand

The two-card 2nd Highest hand of highest rank is a pair of Aces. If the 2nd Highest hand is not composed of a pair, the value of the cards determines the hand's rank.

Resetting the Hand

Players who lose the Base bet can still qualify for winning any side bets they made because the hands can be reset to favor a Jackpot bet win. Players who win a Jackpot side bet will be paid accordingly.

Mikohn allows the hand to be reset after the Base bet is paid. The dealer can reorder the cards so the player can take advantage of a winning side bet hand. This method does not interfere with the player's base game strategy and does not penalize the player for making side bets. The dealer will reorder cards by actually moving their location on the table or by saying out loud to a nearby supervisor what the new hand will be and the side bet win it addresses.

2.3.4 Players Make Base Bet, Dealer Deals Seven Hands

- All players place a Base bet to receive their hands.
- The dealer deals out seven seven-card hands in front of the dealer position.
- The dealer determines which player will be dealt to first. The following are suggested methods:
 - a. The dealer roles three dice
 - b. The dealer uses an automatic shuffle machine that includes a Random Number Generator (RNG) to determine the position of the first hand

2.3.5 Dealer Distributes Dealt Cards

The dealer distributes the cards around the table starting with the player who is selected to get the first set of cards and continuing in a counterclockwise direction (dealer's right to left), including the dealer position.

2.3.6 All Players (Including Dealer) Set Their Hands

All players, including the dealer, "set" the seven-card hand into a High hand (Back hand) of five cards, and a 2nd Highest hand (Low hand) of two cards. Figure 2.2 shows the table's card and bet locations from the player's position.

The High hand must always outrank the 2nd Highest hand. For example, if the two-card hand is a pair of sevens, the five-card hand must contain a pair of eights or higher. The highest two-card hand is Aces; the highest five-card hand is a Royal Flush or five Aces (four Aces plus the Joker).

If a player asks the dealer to set the player's hand, the dealer will set the player's High and 2nd Highest hands in the House Way used to set the dealer's hand. After the player's hands are set using the House Way and the dealer's hand is exposed, the player may not reset his or her hand.

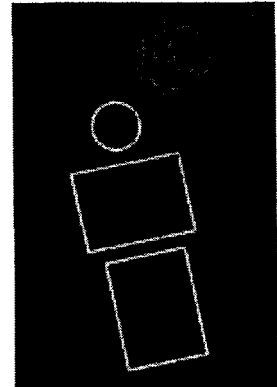


Figure 2.2 Jackpot bet card layout from player's perspective

3. Bet Procedures

3.1 Jackpot Bet Rules

The following instructions are for the Jackpot bet.

Players must place a Base bet to participate in the Jackpot bet.

- Players can make a Jackpot bet only after they have made the Base bet and before the dealer delivers the cards. **Players may play for the Base game without fear of risking the Jackpot bet. The dealer's hand has no effect on a winning Jackpot hand.**
- Losing hands lose the amount wagered. However, players can still qualify for the jackpot if they made a Jackpot bet, because a winning Jackpot hand can be split (reset) between the High and 2nd Highest hands.
- The dealer will make every effort to notice a hand that qualifies for a Jackpot win. However, after the cards are settled and the dealer picks up the cards, the player may not request the hands to be reconstructed due to dealer error.

3.2 Player as Banker (Player/Banker) Rules



It is the operator's decision whether to allow player/bankers, and to determine how dealers will handle Jackpot side bet payouts beyond the guidelines provided here. Mikohn recommends the operator establish clear procedures for how dealers will pay out any Jackpot bets.

In the Jackpot Pai Gow Poker Felt Version game, a player can be the banker. This means that during that game, if any players lose base game bets, the banker wins their bets and likewise, if any players win base game bets, the player/banker pays those players out of his or her own money. However, Jackpot side bets are always paid from the house tray and never from the player/banker's own money. Player/bankers are responsible only for Base game bets (win or lose). The following rules apply for a player to be the banker.

1. The player must have played the previous hand against the house or another player/banker.
2. The player must show that he or she has the money to cover all other players' bets.
3. The player can request to bank when it is his or her turn in the table rotation.
4. The player cannot move player positions to gain the bank early. If the player moves to gain the bank early, that player must wait a full rotation of the table, in the new seat, before it is his or her turn to bank again.
5. The dealer (house) may bet up to the amount of the player's last bet before the player assumed the bank, provided that said bet does not exceed the amount of the player/banker's current bankroll. If the player's last bet was more than the player/banker's current bankroll, the dealer can bet a lesser amount.
6. The player/banker may accept any bet from the other players participating in the round. The dealer must check the bets prior to the cards being dealt. Bets over the table maximum are not permissible under these circumstances. Any overage must be returned to the players. The house will collect a **5%** commission on all winning Base bets.

7. Dice cup options for player/banker (if a shuffler RNG is not used):
 - a. The **dealer** must shake the diceOR
 - b. The player/banker may shake dice, but the **dealer** must uncover the dice
8. If the player/banker sets his or her hand in any way that contradicts house rules, the house will take control of the hand and reset it accordingly.
9. Bets are settled from the player/banker's immediate right, in a counterclockwise manner. This matches the Mikohn-recommended right to left settle pattern for this game.
10. The dealer shall settle the player/banker's hand against the dealer's hand first and then move the player/banker's hand to the dealer work area and proceed to settle all other hands in order.
11. Any winning Jackpot bet is paid from the house, not from the player/banker.

3.3 Betting

- All players place a Base bet to receive their hands.
- All players may place optional Jackpot bets.
- The dealer says "No more bets" to inform the players that the jackpot betting is closed.

3.4 Dealing

3.4.1 With Dice

- The dealer deals out seven seven-card hands in front of the dealer position and places the remaining four cards in the discard holder unseen.
- The dealer roles three dice to determine the first player. The dealer counts around the players at the table from right to left, starting with the dealer position. The dealer counts through all table positions up to the number the dice totaled to determine who gets the first hand dealt. The number of places the dealer could count ranges from 3 to 18 (3 dice at values of 1-6 per die).
- The dealer distributes the cards around the table, starting with the player who is selected to get the first set of cards and then from the dealer's right to left.

3.4.2 With Automatic Shuffle Machine RNG

- The dealer uses an automatic shuffle machine that includes a Random Number Generator (RNG) to determine the position of the first hand.
- The dealer pushes the RNG button. The shuffler automatically dispenses groups of seven cards to be distributed to each player position. Starting with the RNG-determined position, the dealer moves right to left (counterclockwise) and deals out the seven-card hands. Note that a group of seven cards is distributed to each position, occupied or empty. The dealer places the remaining four cards in the discard holder unseen. The dealer then picks up hands from any unoccupied positions and places them in the discard holder.

3.5 **Playing**

- After the hands are dealt, all players, but not the dealer, look at their cards and divide them into two hands: a five-card High hand (Back hand) and a two-card 2nd Highest hand (Low hand).
- All players set their hands. They place the 2nd Highest hand face down on the table felt in the area labeled 2nd Highest, and the High hand face down in area labeled High. Players are responsible for making the best possible hands out of their cards.
- The dealer reveals the dealer hand after all players have finished placing their two hands face down. The players may not touch their cards from this point on.
- The dealer arranges the dealer hand into a High hand and a 2nd Highest hand. When complete, the players turn over their cards to expose their hands.
- Normal Pai Gow and Jackpot Pai Gow Poker Felt Version game play rules are in effect.

3.6 Settling (Take, Pay, or Push)

The dealer will perform the following steps.

1. Settle left to right.
2. Settle the Base bet before settling the Jackpot bet.
3. Determine value of player's hand, then take, pay, or push. Place cards in the discard holder before moving to the next player.
4. Determine a winning hand by comparing dealer's High and 2nd Highest hands with the player's High and 2nd Highest hands.
 - If the value of the player's High and 2nd Highest hands are both lower than the dealer's High and 2nd Highest hands, the dealer will collect the player's bet (no commission charged) and place it in the table bankroll. However, note that even if the player's hand loses, the hand may still be paid for the Jackpot side bet.
 - If the value of the player's High and 2nd Highest hands are both greater than the dealer's High and 2nd Highest hands, the player's Base bet will be paid an even amount (less any commission).
 - A push occurs when the player wins one hand (either High or 2nd Highest) and loses the other. A push is a standoff in which neither side (player nor dealer) wins and no money changes hands.
 - The dealer wins **all** tied hands. If both of a player's hands (High and/or 2nd Highest) rank the same as the dealer's hand(s), the dealer wins the hand(s). If one hand is tied and the player wins the other, no money changes hands. If one of the player's hands is tied and the other loses, the dealer wins.
5. Stack the player's bet, then match and stack the winnings beside it into a single colored bet. (Convert chips based on operator policy.)
6. Subtract **5%** commission from the player's payoff on winning bets.
7. Pay any Jackpot bets. If the player made a **Jackpot** bet and has a winning jackpot hand, follow the rules on page 8.



No commission is charged on Jackpot side bets.

3.7 Settling a Combined Bet

The Mikohn Jackpot Pai Gow Poker™ Felt Version game offers players the option to place a bet for the Jackpot bet, in addition to the mandatory Base bet. Mikohn recommends settling **all** hands in the order shown in this section (Base and Jackpot).

It is important that each player's betting position (any combination of Base and Jackpot) is settled in total before moving to the next player.

The dealer will begin with the player to the dealer's immediate left and proceed in a clockwise direction, one player at a time as shown in the following subsections.

3.7.1 Base Bet

- If the value of the player's High and 2nd Highest hands are both lower than the dealer's High and 2nd Highest hands, the dealer will collect the player's bet (no commission charged) and place it in the table bankroll. However, note that even if the player's hand loses, the hand may still be paid for the Jackpot side bet.
- If the value of the player's High and 2nd Highest hands are both greater than the dealer's High and 2nd Highest hands, the player's Base bet will be paid an even amount (less any commission).
- A push occurs when the player wins one hand (either High or 2nd Highest) and loses the other. A push is a standoff in which neither side (player nor dealer) wins and no money changes hands.
- The dealer wins all tied hands. If both of a player's hands (High and/or 2nd Highest) rank the same as the dealer's hand(s), the dealer wins the hand(s). If one hand is tied and the player wins the other, no money changes hands. If one of the player's hands is tied and the other loses, the dealer wins.

3.7.2 Jackpot Side Bet

After settling the Base bet, the dealer will address the Jackpot side bet for the player. Because the Base bet has already been decided, the dealer will no longer be concerned with High and 2nd Highest hands. The following are suggested guidelines for addressing the Jackpot side bet:

- The dealer rearranges the total seven cards that make up the High and 2nd Highest hands into the best possible rewarding hand, per the posted payable. This rearrangement can be done verbally (verbalized to supervision) or actually (move the cards).
- If the Jackpot bet qualifies for payment according to the Jackpot payable, it will be paid at that time (see Table 3.1 on page 13).
- If the bet does not qualify for payment, the dealer will remove the player's bet and place it in the table bankroll.
- Follow the Jackpot bet rules on page 8.

3.8 Resolving Dealer Errors

The following are basic guidelines for resolving dealer errors:

- If the dealer gives the wrong number of cards to any player (including the dealer), **all** hands are dead. All players retain their wagers.
- Once cards are placed in the discard holder, under no circumstances should the cards be picked up out of the discard holder to "back up" a hand, that is, to place them back down in front of the players. If a customer dispute arises, notify the appropriate supervisor immediately.

3.9 Jackpot Bet Paytable

Table 3.1 Jackpot side bet payable

HAND	PAYOUT
Natural Royal Flush + Pair of Aces (This hand cannot contain a joker. The joker can be in all other hands)	\$100,000 *
Five Aces + Pair	400 to 1
Five Aces + No pair	200 to 1
Royal Flush + Pair	200 to 1
Royal Flush + No Pair	100 to 1
Straight Flush + Pair	60 to 1
Straight Flush + No Pair	30 to 1
Four-of-a-Kind + Pair	40 to 1
Four-of-a-Kind + No Pair	20 to 1
Full House + Pair	12 to 1
Full House + No Pair	6 to 1
Flush + Pair	8 to 1
Flush + No Pair	4 to 1
Straight + Pair	6 to 1
Straight + No Pair	3 to 1
Three-of-a-Kind	2 to 1
None of the above	Lose

* The operator may choose to offer a maximum aggregate payout of: \$100,000, \$50,000, or \$25,000 for the *All natural Royal Flush + pair of Aces* hand.

Table 3.2 Example Jackpot side bet winning hands

High Hand + 2 nd Highest Hand	EXAMPLE
Natural Royal Flush + Pair of Aces (This hand cannot contain a joker. The joker can be in all other hands)	A♥ K♥ Q♥ J♥ 10♥ A♠ A♣
Five Aces + Pair	A♥ A♣ A♦ A♠ Joker K♣ K♦
Five Aces + No pair	A♥ A♦ A♠ A♣ Joker
Royal Flush + Pair	A♥ K♥ Q♥ J♥ Joker K♣ K♦
Royal Flush + No Pair	A♥ K♥ Q♥ J♥ Joker
Straight Flush + Pair	K♥ Q♥ J♥ 10♥ 9♥ + K♣ K♦
Straight Flush + No Pair	K♥ Q♥ J♥ 10♥ 9♥ + K♣ Q♦
Four-of-a-Kind + Pair	8♦ 8♥ 8♠ 8♣ + K♣ K♦
Four-of-a-Kind + No Pair	8♦ 8♥ 8♠ 8♣ + K♣ Q♦
Full House + Pair	K♣ K♥ K♦ 8♠ 8♣ + Q♦ Q♥
Full House + No Pair	K♣ K♥ K♦ 8♠ 8♣ + Q♦ J♥
Flush + Pair	K♥ Q♥ 10♥ 8♥ 9♥ + 5♦ 5♣
Flush + No Pair	K♥ Q♥ 10♥ 8♥ 9♥ + 5♦ J♣
Straight + Pair	5♥ 6♦ 7♣ 8♥ 9♠ + 4♦ 4♣
Straight + No Pair	5♥ 6♦ 7♣ 8♥ 9♠ + 4♦ J♣
Three-of-a-Kind	8♦ 8♥ 8♠

JACKPOT PAI GOW POKER™

JACKPOT BET \$1 to \$25

\$25,000 Jackpot paid to "bonus" Player dealt an all Natural Royal Flush plus a Pair of Aces (no Joker)

Bonus hands paid on any combination of seven cards regardless of high hand & second hand grouping. (Joker can play for Aces, Straights and Flushes)

Five Aces	200 to 1	Five Aces w/ any pair.....	400 to 1
Royal Flush.....	100 to 1	with any pair.....	200 to 1
Straight Flush.....	30 to 1	with any pair.....	60 to 1
Four of a Kind.....	20 to 1	with any pair.....	40 to 1
Full House	6 to 1	with any pair.....	12 to 1
Flush	4 to 1	with any pair.....	8 to 1
Straight.....	3 to 1	with any pair.....	6 to 1
Three of a Kind.....	2 to 1		

\$25,000 Maximum Aggregate Payout per round